

PARADOX

VIDEO GAME FANZINE



PARADOX
QQQQ
ISSUE #11
CHRIS!!!



HAVE YOU
SEEN ME
LATELY???

Paradox, Issues 11/12
1-Year Anniversary Issue
File Behind Octopi Illustrated

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All contributions, submissions, letters of comment, fanzines for trade, and any other such miscellany can be mailed to any of the Head Staff members. General matters can be dealt with through Chris Johnston. Matters such as advertising and subscribing should be dealt with in this manner also.

Since Justin mailed what was supposed to go in this space, we have to bore you with this...

EDITORS' WELCOME!!!

We are a year old starting with this issue. I don't think any of us can rightfully say that it feels like we've pumped out 11 issues, but we have. And, the electronic gaming hobby has grown substantially in the past year. We have seen the re-introduction of Electronic Games, the Fandango column comeback, fanzines popping up unexpectedly, and great enthusiasm for the latest and greatest game titles. What was my favorite issue? It changes from time to time but right now, I think my favorite issue was issue #7/#8. The Semi Annual was the last time I printed the entire issue (and typed everything up) at school, and it was really the only issue I can look back on and say, "Now that was really good". Sure, a lot of the issues are my favorite, but this one just kind of stands out as the best at the moment. Look back at all the issues sometime, and you might be surprised how we've come along. We're not the perfect fanzine, but I think that we're all doing a pretty good job, and let's see issue number 23 come around next year and I'll tell you what my favorite issue will be then. Until next month...

--Chris Johnston

To be quite honest, I'm fairly surprised Paradox has lasted a year. We had our problems, (sorry Arnie) but some of the toughest issues to put together also turned out to be some of the best. To pick a favorite issue is virtually impossible, but in terms of overall quality and content, I'd have to agree with Chris by saying issue #7/#8 was the best. All had their high points and low points, and all were fun to publish, but we really showed just how good Paradox could be with our Semi-Annual. To thank everyone that has contributed and helped this fanzine grow would be quite a chore, but I'm going to give it a try anyway. Thanks to the co-founder, Chris Johnston ("Awesome!"), Justin Schuh ("Crunchy."), Tim Johnson ("Rad!"), James Catalano ("8-Bit Lives!"), Sean Pettibone ("Prick! Prick! Prick!"), Noah Dziobacki ("I am independent."), Chuck Burke ("I love my Pixie Stix!"), Captain Enos, Arnie Katz, Chris Bieniek, Terry Tang, Bill Fasick, Robert Macheska, Russ Perry Jr., Jim Zerkel, Jeff Bogumil, Steve Harris, Scott Boehmer, and fandom's strongest supporter, Nick Masciotti. With High School graduation and college on the horizon, my position as a part of this fanzine certainly isn't as solid as it once was, but I'm going to remain a part of it as long as I possibly can. Thanks a bunch to all our readers and everyone I forgot. Enjoy the issue.

--Jason Whitman

Both Tim and Justin were basically absent from this issue of Paradox. Why? There are many possible reasons, but here are just a few...

- 1.) They are both running naked through the streets of New Orleans (even though Mardi Gras is NOT going on at this time...)
- 2.) Justin got on a roll on a Street Fighter II Turbo arcade machine and has been fending off all challengers for the last month...
- 3.) While on a trip to visit Andy Saito in Canada, they got lost and ended up in the Arctic Circle, where they were promptly eaten by rapacious polar bears...
- 4.) It was a conspiracy. Justin Schuh and Tim Johnson shot JFK in past lives and are now writing a book about the incident...
- 5.) Iraqis learned of Justin's experience with explosives and captured him, reportedly recruiting him for their next terrorist act. They captured Tim because... well...he's funny, and Iraqis need to laugh just like everyone else...
- 6.) They both went looking for Jim Redd and were never heard from again...
- 7.) Bored, Tim and Justin decided to play the Beatles' Revolution #9 backwards, and when the heard Paul McCartney was dead (although he's not), they couldn't handle the news...
- 8.) They had headaches and just weren't in the mood...
- 9.) Could it be... laziness? Nah, not Justin and Tim. What were we thinking???

PERSPECTIVE...

Dan Thomas MacInnes of V, the Video Game Experience, responds to Sega's new ratings system... We join Dan as he attempts to purchase the newest hot Genesis title...

DAN: I hate censorship. That's why I choose Sega over Nintendo. It's my right to see heads ripped off, dammit!

[Dan walks casually over to a salesperson...]

DAN: I want to buy the Sega version of "Blood and Guts Splatthouse Fighter."

SALESPERSON: Sorry, this game is rated "MA-17". It's too dangerous for kids like you. Why, you could, well... um... you could drop this box and trip over it! Why not buy "Cuddly Fuzzy Wuzzy the Bear" by T*HQ? Now that's quality!

RANDOM RESPONSES...

Dear Chris, Jason, Justin, and Tim,

After getting the latest issue of Paradox (number 10) and seeing Chris and Tim at the CES (actually, I got Paradox from Chris at the CES) I felt compelled to write. First off, great issue, as usual. It was cool to be able to look through your predictions of what would be at the CES after just spending the day there myself. Actually, most of the predictions were pretty close, although it was the Genesis that got the modern, and the Jaguar actually did appear. In the Jaguar case, I couldn't be more happy that Jason was wrong. After all the rumors about the Jag that were appearing in the various prozines, I was amazed to see the real thing, albeit on tape (with a supplementary press release, thankfully). I'm not sure what to think just yet— the video seemed quite impressive but more needs to be seen; hopefully the major mags will cover the Jaguar press conference that was scheduled shortly after the CES. Chris— What'd you think of the Jaguar tape? Tim— what'd you think of the new Beyond Games' new Lynx game (I think it was called Cyber-Wars)? The robots reminded me of Terminators. These questions also apply to Jason and Justin. More on Paradox #10: I loved Jason's article on old video game books. Actually, I was looking around through this old book sale yesterday and picked up the book "How to Win at Video Games", which was written by the editors of Consumer Reports. It's quite cool and has tons of info on the various games in it.

THE FAN FORUM a.k.a. The Mailbox

Captain Delirium's cool. Oh, ya, was High End Games magazine at the CES? I haven't been able to find that damn thing anywhere. Oh well. Again great to see ya at the CES and I look forward to Paradox #11. Later,

Scott Boehmer
Random Access

[--Jason-- It's always great to hear from you Scott. The CES was a blast, but I'm sorry I wasn't around to talk to you. Our predictions weren't that far off, (surprisingly) and I have to agree with you 100% regarding the Atari Jaguar. I was surprised when I heard about the tape, but I was also overjoyed. I've always been an Atari supporter, and it would be good to see them get things on track. CJ and Tim were impressed by the video, and even though I didn't get to see it, the machine sounds impressive. Tim went wacko over BattleWheels and Cyber-Virus, both by Beyond Games for the Lynx, two more games I did not get to see. As for High End, no one can really get a hold of a new issue of this mag. Todd's [Capriotti] last issue wasn't very current in terms of info and reviews, so I really don't know what's up with him and the mag as a whole.]

SHORYUKEN!!!

Dear Chris (and gang):

Thank you for free issues #9 and #10 of your fanzine. I liked your all-editorial format, and it's a relief from the "reviews, reviews, and more reviews" strategy of other zines.

I'm sorry to say that SHORYUKEN! died last year, as a result of a busy schedule and an empty wallet. I would have liked to continue it, and hope maybe someday to get it going again, when time and money are more of abundance. For the time being I occasionally send stuff to George Wilson, the fanned of Video Universe (plug, plug!)

I'm very surprised that there aren't any Street Fighter II-only fanzines (at least to my knowledge!), and I know that support for the game has not really gone down by much since last year. A few have become bored with it, but many are playing the game for the first time. Face it, the game is simply awesome, and they may come out with clones that are better looking and more fun, but you have to remember what started it all. I'm dying to get Turbo SFII when it comes out, SCES

reviews called it simply incredible.

You guys do a great job— keep up the great work. By the way, next time you come across a SFII Original or Championship machine, wait for a demo fight and enter this on Player 2's joystick: Up, Up, Down, Down, Left, Right, Left, Right, Strong, Jab. That's all for now, and I'll talk to you soon.

Sincerely,

Tony Fazzzone

[--Chris-- Thanks for the comments on our last two issues. It is too bad that Shoryuken! died. A fanzine only on SF2 would have been quite interesting. In fact, genre fanzines would also be very interesting. Like maybe a fighting games-only zine, an RPG-only zine, or a shooter zine and so on. It would be interesting. Also, feel free to write some material for Paradox anytime. SF2 Turbo for the SNES was really, really good in my opinion when I played it at the recent SCES in Chicago. Read on for a review of it in this issue. And, thanks for the tip...]

Steve Harris skipped college to spend all his time playing video games . . . and parlayed his hobby into a multimillion-dollar business — at age 24!

Steve is sole owner of Sendai Publications, a publishing house in Lombard, Ill., that produces five video game magazines and will gross a projected \$8 million this year.

YOUNG ACHIEVER

"Most people go to college for an education — I got my education at the local shopping mall," Steve told The ENQUIRER.

"When I was only 8, my mother had a job at the mall and I'd often spend time there waiting for her. So she'd give me a few quarters to play games in the video game arcade."

"I really loved it — soon I was getting the highest scores of any of the players."

"By the time I was 15 years old I was designing simple video games on my home computer."

As a junior in high school, Steve started writing a column on video game-playing tips for a small magazine.

"By the time I graduated from high school, I had a string of video game friends across the country, so I decided to go travel America, visit my hobbyist friends and continue writing my columns."

For the next two years Steve scraped by, working at video arcades and living with friends. He started his own newsletter, which

grew into a small magazine — but hardly made a dime.

Then the video game whiz kid was zapped by Cupid, and got married to his high school sweetheart.

He took a steady job developing games for Atari. "I was practically broke. I had just been married, owed money on furniture and had only just received my first paycheck. But I decided to go for it and do my magazine again at nights after work."

"I took \$150 from my first paycheck and leased a computer. Then I started working five hours a night for the next month to produce the first issue."

Now, two years later, he employs 30 people and publishes a set of magazines, including Electronic Gaming Monthly and Computer Game Review, that reach over one million readers monthly.

"The secret to my success is that I opened the door after hearing opportunity knock," said Steve. "I was willing to go for my dream!" — JIM MITTLER

JOHNSTON WANDERS THE FLOORS OF McCORMICK PLACE...

SCES reviews by Chris Johnston

STREET FIGHTER II TURBO - CAPCOM - SUPER NES

One of my favorite games at the SCES. Everything that the original Street Fighter II game was missing is put into this end-all-be-all cart. You can choose to play the Turbo Edition or the normal Champion Edition, and yes, you CAN play all of the bosses. This absolutely huge 20 meg game features the voice that was missing from the original SNES game, plus all of the bonus rounds - including the falling barrels (it still has the bricks and car, still no burning barrels). At the SCES, the game looked to be 100% complete, it had endings for all of the bosses, and the options screen was done. Instead of numbers for the difficulty and handicaps, there are stars. This title will soon be in my collection, and I'm sure Street Fighter fans will not be disappointed. Available in July!

STREET FIGHTER II SPECIAL CHAMPION EDITION - CAPCOM - GENESIS

The SNES version of the Turbo Edition seemed to take the spotlight away from this Genesis title, which has been renamed and beefed up a bit. This 24 megabit cartridge boasts pretty good sound, and O.K. graphics, but this cart, in my opinion, is a bit of a waste. Everyone else thought so too, because during the consumer day you would periodically hear words like "sucked", and "stupid", and many other unmentionables. While the cart was FAR from completion (probably less than 15%), it really doesn't look very promising. The finished cart will have the option to switch between normal Champion Edition and Turbo, and will basically be modeled after the new SNES game. The difference will be new moves for the Genesis version only, and a special tournament mode. Maybe it'll be good...

JURASSIC PARK - SEGA - SEGA CD

This game looks pretty good for the Sega CD. It features full-screen, full motion video for the introduction, and it's the very first title turned out by the Sega Multimedia Studio, the much-hyped CD game factory. The music, is outstanding, and Spencer Nilsen did a really good job with the tunes. The action looks like a point and shoot interface, and it's all in first person perspectives. The dinosaurs look very realistic, and are well animated. The scrolling is smooth, and it looks like a big interactive movie with

an RPG interface. While the game, as told to us by a Sega rep, is only about 75% complete, it will be out in September. We'll see...

DISNEY'S ALADDIN - SEGA/VIRGIN - GENESIS

Amazing! This game is animated exactly like the movie, is very playable, and the control is superb! Leave it to Virgin to make a game this good. You SNES owners will be amazed that the Genesis can handle these graphics, and with no slowdown whatsoever! Capcom's version on the SNES does not look as good as this, so all you Aladdin fans, buy a Genesis! It may seem like I am overhyping this game, but believe me, I'm not. A full 16 megabits of action, real animation and great sound, this will be the hit of the fall for Sega. This game packs punches that have "never been seen before on the video game screen," say the developers working on this game. Ten Disney animators who have worked on the Aladdin film are creating the animation for Aladdin the game, and will recreate the original characters from the Oscar-winning film and feature brand new characters. The game features frames of animation that travel at a speedy 60 frames per second, which is compared to the normal 30 on the TV and 24 for feature films. Music from the movie is on the game's soundtrack, to guide the player through the original film scenes and new locations. 10 amazing levels, Bonus levels, and other surprises await...

TOEJAM & EARL 2 - SEGA - GENESIS

The original TJ & E was the best, most addictive game on the Sega Genesis, and one of the first to be one of Sega's original hits. Now, a little while later, the funk-meisters are back, but this time, they need to rid their home planet, Funkatron, of Earthling invaders! The game is a side scroller, 2-player simultaneous, and features music that will blow your ears off! I thought it was a cool twist away from the original TJ & E, and, to boot, while Tim & I were playing, one of the creators, Mark Voorsanger, came up and explained to us how to play it. This 16 meg game'll be at your local game depot around Christmas and will be around \$50.

SUPER OFF ROAD: THE BAJA - TRADEWEST - SUPER NES

Tradewest has a knack for making good games. Remember the original Double Dragon? Or how 'bout the unforgettable Battletoads? With Super Off Road: The Baja, they continue that tradition. From what was at the show, this game looked to be a winner. It's a behind-the-car perspective driving game with really good Mode 7 effects, and realistic sound. You've got a few Nitros to get you off in a hurry, and 1 or

2 players can play, alternating. You can also have fun running people off the road (on the EPROM there wasn't a penalty), and running into unfortunate spectators. The courses are a bit long, and Jon Johnson found himself waiting a long time to play (he finally went off to EA to play 2020 baseball for the Genesis), and a split-screen simultaneous game would've been better, but as is, it's a very good game. Very different from the first Super Off Road...

RIVER RAID: MISSION OF NO RETURN - ACTIVISION - SUPER NES

This was an amazing 2600 title, and finally, thanks to Activision, it is back, but this time, on the Super NES. This game has the control of the original title, and has more missions to fight through, 24 to be exact. The sound and graphics of this game do definite justice to the 2600 game. Very fast paced, and should be out by the end of the year.

PITFALL HARRY: THE MAYAN ADVENTURE - ACTIVISION - SUPER NES

Good ol' Pitfall Harry is back, but this time he has a lot better graphics! The play mechanics are there from the early 2600 game, and there are still similar obstacles to overcome. A bit more like Pitfall 2, but totally new for the Super NES. I think this one will be very popular with people who enjoyed the first two Pitfall 2600 adventures and Super Pitfall on the NES. Activision is back to the classics!

KABOOM! THE RETURN OF THE MAD BOMBER - ACTIVISION - SUPER NES

They had a VERY preliminary version of this game out on the first day of the show. It looked pretty good, but I was unable to tell because it was so preliminary. I'd say that about 5% or less was complete at this point, but what was there looked OK. There's even a cool level where you are zooming across the ocean and must retrieve bombs that are floating in the water. A nice idea with obviously better back-grounds than the 2600 version. But can you play with a paddle controller?

FX TRAX - NINTENDO - SUPER NES

FX trax was in a pretty early stage when it was shown at the CES. For one thing, it did NOT play like an FX chip game. It was very slow, and you felt that you were traveling at 2mph all the time. But I was assured that it would be much faster by its release date sometime during the holiday season. The control was touchy, and even tapping in a direction would send you careening off the road. At this point, I'd say that Sega's Virtua Racing for the Genesis looked better (even though Virtua Racing was only demoing on videotape).

SUPER MARIO ALL-STARS - NINTENDO - SUPER NES

It's finally here! A game that you can enjoy as if you've played it somewhere before, but wait! You have! This 16-meg cart holds 4 Mario adventures including Super Mario Brothers, Super Mario 2, Super Mario 3, and The Lost Levels (which was SMB 2 in Japan). All with enhanced graphics and sound than the original NES games. However, they play exactly the same, and I really couldn't tell (by the control) if it was the original or the new one. The graphics are way cool, and this is one I think I'm going to have to break down and buy. This game is a must-have for

Mario-side-scroller-type people and anyone who enjoys a classic game!

MARIO AND WARIO - NINTENDO - SUPER NES

This game is for Nintendo's mouse peripheral. Think of this: Lemmings, with Mario characters, and you only have to save ONE person. There you have it: Mario and Wario. You see, Wario's up to his no-good-really-evil tricks and this time he slams things on top of Mario's head. Well, you control a fairy (manipulated by using the mouse) to direct Mario down to where Luigi is waiting to take the object off of Mario's cranium. This game is challenging though, and has 8 worlds and about 100 stages! Woo-ee! Plus, after you've gotten past world 8, Wario challenges you to the ultimate challenge-20 more worlds! This only will be available in September, and yes, it does come with the mouse.

YOSHI'S SAFARI - NINTENDO - SNES

Mode 7 galore is featured on this part where you play Mario, who, of course, is riding atop his dino friend Yoshi, for 12 levels of blast 'em and smash 'em challenges. This Super Scope 6 game features very nice scrolling and rotation, and the enemies are very big and very detailed. A good challenge if you have the Super Scope, but then again, isn't everything?

MORTAL KOMBAT - ACCLAIM - SUPER NES

Well, you expected it to be there, didn't you? Personally, I like Street Fighter 2 Turbo better, but this game offers the same challenge as the coin-op. For all you fatality lovers, they are still in there, but there is no blood (in this version, the red was transparent). The Pit has no awesome heads in the spikes, and a few fatalities are changed from the arcade, but they are still there. It's still a decent game without the blood, but it loses the arcade touch for some odd reason...

MORTAL KOMBAT - ACCLAIM - GENESIS

Fatalities...there...Blood...there...Graphi

cs, well, they're there, but not as good as the Super NES's. I guess if you're going to play MK on a home system, you're going to have to give up something. It's either blood on the Super NES or the arcade look on the Genesis. The Genesis character graphics are good, and the backgrounds look O.K., but the life bars in the Genesis version are different. Why? Why not try to make a great translation on the Genesis. Is it possible? Or is the Genesis stuck in a world of cartoony-side-scrollers-only-look-great? But, if I really had to buy a version of Mortal Kombat for any system, it would have to be for the Sega CD, so we'll have to wait for that...

MEGALOSO - SEGA - ARCADE!

What the heck is this? Just when you thought Sega could have any more great games, here comes - THE SONIC ARCADE GAME!!! Wow! Now this one's really, really impressive. This game uses Sega's 32-bit game board, and is totally fast (as you would expect from a Sonic game), but... it's in a 3/4 overhead perspective! Up to three players simultaneously can play this one (even though at the CES only 2 simultaneously could play). You control Sonic, Ray (reminiscent of Tails), or another Sonic look-alike in this action packed game. The voices were all in Japanese, but there was a lot of digitized yelling for some reason. The game itself is fast paced and full of surprises. The desert level is complete with a sandstorm behind you and pits that expand on either side, and you've got to run for it! The ice level is particularly cool, with Sonic and Ray sliding down everything to get away from spikes and huge snowballs. You control this game with something we haven't seen in a good game for a while now...a Trackball, and you jump or roll using 2 different action buttons. If this game comes out in the arcades or for the Genesis, it's trackball time for me! A definite hit!

SILPHEED VR - SEGA - SEGA CD

You know that I'm a Sega CD owner, and I couldn't resist playing this game from all the hype it's been getting. It's a very good shooter and shooter fans like me will really enjoy it, but it's not for everyone like Starfox was. The polygons are big in the first level and the challenge is good, but it isn't first person perspective or cockpit perspective as Starfox was so there are less ooh's and aah's. Overall, I'd say it's graphically better than Starfox, but I don't really know if it has the overall appeal that some people found in Starfox. I found it to be really good though, and I'll be sure to get it...

TMNT: TOURNAMENT FIGHTER - KONAMI - SUPER NES

This Street Fighter clone actually played pretty well considering well, that

it is in fact one of the many blatant attempts to steal the spotlight from SFII on a home system. The fighting action is pretty good, the special moves are kind of new, and the graphics are up to par with what you would expect from Konami. The sound is O.K. up to this point. I played as Shredder and I found that his special moves are pretty fun to do. If you really happen to have a craving for some Turtle power!, then pick this title up.

ZOMBIES ATE MY NEIGHBORS - KONAMI - SUPER NES

This is one hot game. The attacks are very humorous, and the monsters are even better. This game has got loads of action, humor, and mayhem than you would normally expect from a Super NES title. The Super NES shows its true colors by fitting everything in to place perfectly with no slowdown or flicker, and the graphics are stunning. The perspective is Smash TVish, and the monsters are sort of reminiscent of Fester's Quest, but overall I'd say this game will be one of Konami's Fall winners.

ART OF FIGHTING - TAKARA - SUPER NES

Something about fighting games that really gives companies those greedy eyes. No different with Takara, as the Neo Geo hit gets translated into a Super NES smash fest. The graphics are downscaled a bit, but still there, as is the zoom-in, zoom-out feature of the arcade, but as the cart stands now, it really doesn't have the gameplay that the Neo Geo version had. I think it will be tweaked and probably much better by its release, but can Takara do it?

CLAY FIGHTER - INTERPLAY - SUPER NES

While we're on the subject of fighting games, why don't we take a gander at Interplay's new claymation smashfest. Say goodbye to the World Warriors, we've got some new World Heroes. Pick your fighter from this lineup: Mr. Frosty, Taffy Man, Crusher, Blob, Ghost Guy, Val, and the Impersonator to kick some clay. This 16-megabit action title has the best graphics ever in a Super NES game (next to Mortal Kombat of course). And the parents out there will be glad that it has NO BLOOD! This game, though, is one of the best Super NES games I think that has come around in the past year. Interplay does a great job creating an original premise from a tired out genre. A must-buy?

ROCK N' ROLL RACING - INTERPLAY - SUPER NES

Wow! What a great game! I never really even thought about racing games until I played this one. Let me tell you, this game is pumped up and ready to roar out of the garage! The

graphics are great, and you can pick your car, weapons, and driver and then go solo or head to head in this super game. The music is really choice tunes by artists like George Thorogood, Black Sabbath, Steppenwolf, Deep Purple, and the theme from Peter Gunn. Plus digitized voice of the famed racing announcer Larry "Supermouth" Huffman. What more could you possibly ask for in a game? This one is also definitely on my "must-have" list.

You Say Megabytes, I Say Megabits... Who's Right???

by Captain Enos

Recently, many gamers have approached me about a very confusing dilemma. After realizing that a large majority of video gamers were unsure what the truth was, I decided to settle the story straight.

The confusion began in sunny Torrence, California, home of SNK Home Entertainment, Inc. The release of their Neo-Geo system on the consumer market heralded a lot of gamers' attention. The confusion thickened when SNK distributed their first Neo-Geo insert in the Nov. 1991 issue of EGM. For the first time, readers got a chance to really learn more about the Neo-Geo's hardware and software lineup. The information provided in the newsletter, for the most part, was accurate, however a small portion of the information was incorrect. Inside the "Game Lord Speaks" column was where most of the inaccurate information came from (no offense Chad). It was stated in the column that the Neo-Geo software was registered in terms of **MegaBytes** unlike 16-bit games which registered in terms of **MegaBits**. SNK managed to resolve the confusion in future inserts, but apparently failed to alert or admit to the reader about the error. What may have been a small mishap to SNK ended up being mass confusion to the gaming public. Even I was led to believe that the games registered in terms of MBytes. If you check out some of my older columns of Land of Enos, I even capitalized on the issue that the games were in MBytes. Now to find out that my LOE columns have been providing false info to you, I feel that my integrity of bringing accurate news to you has been unfulfilled. Hopefully this article will cease all the confusion, and perhaps I will be able to retain my credibility as a video gaming reporter.

As I said, SNK did resolve the problem by referring to the games' memory in terms of Mega (i.e. 46 Mega). Mega what? This began more confusion due to the fact SNK never said 46 **MegaBytes** or 46 **MegaBits**. In ROM terminology, we're dealing with a difference of substantial amount of memory (MBits), or tons of memory (MBytes). Eventually SNK changed the name from "Mega" to "Megs", but to keep things simplistic, I will refer to their older term "Mega".

To answer a few questions I've been asked by gamers about the MBit/MByte dilemma, may even answer some of your own questions. First off, memory consumption of a Neo-Geo cart is measured no differently than any other cartridge game. Gamers have told me that they thought 3 MBits equaled 1 MegaByte on the Neo-Geo. This is an absolute fallacy, as 8 MBits equals 1 MByte on the Neo-Geo (just like any other system's cart). In addition, the system does not have a 330 MByte capacity like many of you may believe. The system has a 330 **MBit** capacity, but what does "330 MegaBit capacity" mean? I had originally believed this phrase meant that the highest ROM of any Neo-Geo cart would be 330 MBit, however I have also discovered this to be untrue. The phrase actually means that the Neo-Geo hardware could handle a 330 MBit game without additional processing help. Remember that cartridges, unlike CD-Rom systems, rarely require access time because the data is partially stored into the hardware memory before the program requires the information. For example, the Neo-Geo could process a 660 MBit game, but the system would have to access more data in faster interludes. Even though processing strain is put on the system and more complex programming would be needed, the Neo-Geo's advanced hardware ("Pro-Gear spec") could access the program without pausing actual game play. So far I have made many claims during this article without any proof. To finally settle this crazy dilemma, here are a few facts that back up my previous information.

How many of you have ever purchased a game on the secondary basis that it was advertised to use the highest ROM cart to date? I sure have. Just imagine how many people bought the SNES SFII because it was a good conversion and it used 16 MBit of memory. Now imagine how many who own the SNES SFII version who will also buy the SFII Turbo version because it will be better and uses an even higher memory cartridge (see this issue LOE for SFII Turbo news). Gamers are allured by companies who advertise the size of a cart to make players think "bigger must be better". This is simply a marketing/advertising strategy to

persuade us to buy their products. SNK realizes that they don't make much profit out of their Neo Geo home versions, and since their cartridges deal with very high MBits of memory, they can also use this strategy to increase profits (i.e. The marketing of the "100 MegaShock Series"). Since SNK still refers to their games as just "Mega/Megs", some Geo owners know what "Mega" means, while other owners shell out big bucks on a game they think is 102 MBytes. If SNK wanted to advertise their games in MBytes, the persuasion of a Geo owner to buy a new game would be less prominent. When you consider that the average Geo cart is 46 MBit and the newest game is 118 MBit (Samurai Showdown), you can see a substantial difference. Now consider the same comparison in MBytes. The average game is approx. 6 MBytes and the newest game is approx. 15 MBytes. You don't see a substantial difference unless you convert these figures back to MBits, but remember SNK would market these as 6 Mega/Megs and 15 Mega/Megs. What you end up with is just a money-making numbers game.

Another way of looking at this issue is to use 16-bit cartridges. When the SNES SFII initially hit the store shelves, it was said to be (???) 16 MBit or 2 MBytes. Whether or not the game was really 12 MBit has no bearing in this article. Let's say the game is 16 MBit. When it first came out, the average retail cost of the 16 MBit (2 MByte) SFII was \$65. What if the game was 16 MBytes (8 times bigger than what it really is)? The average retail cost should've been \$65 X 8 or \$520. Strangely enough, that new 118 MBit cart will probably retail for \$210. Now if that new cart was in MBytes (8 times bigger than what it really is), the cost would be \$210 X 8 or \$1680. With an astronomical price like that, I would have to say the Neo Geo system is an expensive unit.

I know I have gotten this far with a few readers insisting the games are still in terms of MBytes. To play Devil's Advocate, let's say the games are in terms of MBytes, my article is full of BS, and SNK was right from the beginning. Before I begin my last point, let's take a very brief overview of the Neo Geo. The system has a huge sprite capacity, very large color palette, built-in scaling and rotation of any object (unlike the SNES' processed Mode 7 scaling), stereophonic CD quality music, real voices and speech in stereo, and for this particular point in my article, a 330 MByte capacity. The system has the fundamental basics to be an awesome system, and the system goes way beyond the minimum.

So if the system will do all this plus more, and play a 330 MByte game without a single access time interruption, would a CD-Rom peripheral really enhance what is almost un-enhanceable? Sure the CD-Rom would give you 220 more MBytes of memory to work with, actual CD music, and probably the best advantage, lower priced games, however all this (which is not much) comes at the great inconvenience of many accessing periods. If SNK would make a 660 MByte cart that only accesses internally and has 110 more MBytes of memory than one CD, why bother with a CD-Rom? The defense rests, your honor.

In the future, I will try to take a very debatable or questionable issue from the video gaming world, and openly discuss the pros, cons, facts, an/or fallacies. Drop me a letter through the mail on what you thought of this article. Send all comments, opposing viewpoints, pipe bombs (nah), an/or criticisms to Captain Enos (see classified in this issue for my address).

"The Pit" In Your Living Room...

An Impossibility from the Start
More MK Commentary by J. Whitman

Blood... Gore... Fatalities... Did any of you really think you'd see an accurate home conversion of Mortal Kombat? It seems the bureaucracy was too busy saving our minds to worry about accuracy...

When Acclaim (Arena) first announced a version of MK for the various home systems, my first thought was that there was no way Nintendo would let any version of the game get through their "ethics inspections." As much as I cringe at their conservative attitude toward violence in video games, I must say I was impressed that they stuck to their guns. It would have been extremely easy for Nintendo to let one gory game slip by... one game that would sell a lot of Super Nintendo systems by year's end. No matter how "moral" Nintendo thinks they are, they know as well as we do that profits are their number one priority. But Nintendo took the easy way out. Knowing Acclaim needs this game out on the market, Nintendo could make any suggestions (changes in actuality) that they saw fit. That way, the game is clean, though warped, but it sells, and Nintendo sells systems.

Here is where Sega comes in. Our savior, our liberal friends... come

out with a ratings system for their games. Unknowingly, this new system kept MK on the Genesis in its true arcade form, at least for a moment. With a MA-17 rating, MK on the Genesis would be able to be as gory as the arcade with all the fatalities intact, at least in theory. Unfortunately, the rumor has surfaced that Sega sent back Acclaim's first try at MK on the Genesis, saying it is too gory, bloody, etc. If this rumor happens to be true, then there is no point to a ratings system at all. If Sega is still going to limit what we can and cannot see, then what rating appears on the box is truly irrelevant.

One factor that has been somewhat ignored is whether or not Acclaim can even reproduce a respectable copy of MK on the Genesis. From what I saw at the CES, they are far from an accurate arcade conversion, original fatalities or not. I'm not knocking the Genesis here, because anyone who saw the game has to agree that it is graphically inferior to both the arcade and altered SNES versions.

Would Acclaim dare to release MK in its bloodiest form for the SNES, but lacking Nintendo's Seal of Approval? Of course not, but wouldn't that make the entire situation unbelievably interesting? The last thing Acclaim wants is a lawsuit, though, and getting on Nintendo's bad side would definitely not be in their best interests.

It is now a given that MK on the SNES will be lacking the original fatalities and most likely the blood. The game will be on the shelves, though, so it's sure to sell. Whether the Genesis and upcoming Sega CD versions of the game will be true to the arcade is yet to be seen, but I must say that the Genesis version does not look like a very good rendition of the original MK arcade game at all.

It's unfortunate that the gaming public can be deprived of an accurate home version of an arcade game when it is possible to manufacture one and attempts are being made to do so. It's also unfortunate and a bit scary that such censorship runs a lot deeper than most people realize. When others decide what is and isn't healthy for us to see, we're digging into a much deeper hole than just mere discretion, we're talking about something that is downright unconstitutional.

Well, as Acclaim turns Sub-Zero into a goddamn ice cube maker, the scarlet blood of MK is converted to a chocolate-type substance, and The Pit is emptied of its corpses, I'll be at the arcade. I may be warping my young mind, but at least it will be because I chose to do so, not because some stranger with supposed "higher moral values" decides it's his turn to run my life.

-----MODE----- -7-----

Fandom? Again? with Chris Johnston

Electronic gaming fandom has been around for quite a while now—I think it's going on 4 or so at the moment. Electronic gaming fanzines have never really gained any real acceptance by the video gaming industry or by the normal electronic gamers. For one thing, there has really been no formal introduction to fandom for those who are not in the know. Sure, Arnie does a good job writing Fandom Central, but fandom has been confined to that space, and it is usually set aside by most people as a completely separate topic.

I think that electronic gaming fanzines are not a separate form of the electronic gaming hobby, but I feel that it is in fact, part of the main stream of things. Fandom does not exist only with people who read & produce fanzines, it is also part of the hard core gamer. Being a fan of electronic gaming does not necessarily mean you publish or read a fanzine, but that you are involved in the hobby, are quite knowledgeable, and can throw others around in a good game of SF2. I'd say just about every letter printed in EGM, GamePro, and VG & CE are from electronic gaming fans. There seems to be a different category of gamer, and it really is too bad to see this happening.

Fanzines seem, from me looking in from the outside, to be an integral part of Science Fiction "fandom", and a lot of people I know who are into Science Fiction know about or read fanzines. Ask an electronic gamer if he or she has ever read a fanzine (the average one in a Babbage's or something), and they won't know what you're talking about. Sure, fanzines are part of the hobby, and for me, a major part, but it is not the entire picture of fandom.

Now we are seeing a third generation of fanzine editors and readers pour into the hobby because they were introduced to it by EG, CGR, VG & CE, or TurboForce. Who knows what could be done with even greater coverage. But it would definitely have to be a slow process. I feel that most people do not know about fanzines, they think they are glossy with color, and they think that they are done by people who will print just tips, maps, codes, or whatever. I've been noticing this, so I feel that the mainstream gamers deserve a gradual explanation of fandom. And, in the process, let them discover the "other" side of electronic gaming as a part of the whole.

COUNTERACTING COUNTERACT

by Nathan Hauke

[For those of you who missed issue 10, "Counteract" was an article by Chris Dyer that commented on Andy Saito's "On Tap" column from issue 7/8. Nathan is apparently here to defend Andy's article and to "counteract" Chris'. --The Paradox Staff--]

Hello, I am Nathan Hauke, fellow fan and Head of the Video Game Revolution, F.A.N.N. Publications, and GEA Representative. I have read the Counteract article by Chris Dyer and I feel compelled to make a reply. While the article was well written, and I respect his opinion, I feel the other side (the better side if you ask me) needs to be told.

Chris was talking about Andy Saito's (a close friend of mine) On Tap article in the Semi-Annual issue of Paradox. First off, when Nintendo announced their Super FX chip, Sega DID get scared. He also mentions that StarFox is like a slow version of Afterburner. What?... Has Chris played StarFox? I really can't see how there can be a comparison. Afterburner was a first generation game, 4 megabits, while StarFox was released in 1993, 8 megabits, and holds some of the fastest polygon scaling and rotation you have ever seen. The only thing I ever saw that surpassed it was Virtua Racing in the arcades.

Then Chris began talking about the handy-dandy MegaHertz (MHz) speeds. WHAT'S THE BIG DEAL?! You cannot compare apples and oranges. The Super NES runs at 3.58 MHz and the Genesis runs at 7.6 MHz. This means NOTHING! As you can see, the Super NES can produce games like Bubsy, Space Megaforce, Street Fighter II, Mortal Kombat, or anything else that comes out without any slowdown. Sure, the first generation games were plagued with slowdown, but that problem has been licked. What are we playing on the Genesis? Sol-Feace and Lightening Force. Ooh, be still my heart.

And yes, Chris, Sega is a Nintendo copycat. Nintendo gave a second birth to the industry. Sega copied the 8-bit system, 6-button controller, power pad, mouse, and now the power glove. And Nintendo did not mold the Super NES around the Genesis. If they did, they would have an under-powered, almost useless system. What Nintendo did was brilliant marketing. They waited until the NES was losing money in that corner of the market and then they released the most powerful

home system ever (not including Neo Geo). Nintendo saw that they had a way to go before they cornered the market, so they advertised. That is why there are over 8.7 million Super NES systems in the United States and only around 3 million Genesis systems.

You mentioned, Chris, some technical jargon about the Sega CD. Well if the Sega CD is so advanced, why are we not seeing any good games for it? And how do you know the technical stuff about the Super NES CD-Rom anyhow? Nintendo still is saying nothing about it.

You must remember that first is not necessarily best. Sega got the 16-bit system and CD-Rom out first, but it is getting beat out by Super Nintendo CARTRIDGES! Geez, if Sega can do nothing better than Kris Kross-Make My Own Video, Sega [they] will be going down the tubes.

I leave this open to you Chris, why don't you write me at the Video Game Revolution address listed below. I would really appreciate hearing from you.

Nathan Hauke
2915 E. Allerton Avenue
St. Francis, WI 53235
(414) 744-1564

A Response to Michael Casey's I HAVE A BEEF!!! from EGM Publisher Steve Harris

[In a letter dated May 29, 1993, Steve Harris responded to issue 9's "I Have a Beef" column by Michael Casey that took a look at phony mail order companies. The following is an excerpt from Mr. Harris' letter that dealt with this topic. --The Paradox Staff--]

Mr. Harris writes...

"...in your 'I Have a Beef' column, you highlight a complaint from a Michael Casey and the bad experiences he's had with mail order game companies in the past. While listing other video game pubs in a generic sense, EGM is listed specifically and I felt that our position on mail order gaming should be properly posted for all to see.

EGM (and all other Sendai magazines, for that matter) cannot check the validity of every mail order company prior to their inclusion as advertisers in the pages of the magazine. What we do verify, however, is the on-going methods employed and services rendered to EGM readers. When we receive complaints, we contact the companies directly or forward the complaint to the mail order house in

question to insure that any complaints our readers have are tended to. If, for any reason, the situation does not find itself rectified, we will pull the offending company's advertising from our pages. We've done this in several situations even though the initial losses to the magazine were very real. Our long-term relationship with our readers is what's ultimately responsible for our success, and while we try to give a high level of support to our advertisers, we will not tolerate one of our advertisers to reap the benefits of exposure in EGM without following through on whatever services they promise to deliver.

Although I can easily understand Mr. Casey's frustration in the situation (and since I'm writing this at home on a weekend I'm not privy to the background of how this incident was handled by the EGM staff) our collective "testicular fortitude" is not the reason why his letter has not been published. Only in very rare circumstances when a wide-level of consumer dissatisfaction is apparent (something that's only happened on a couple of occasions at most) do we publish the name of the company in question. The more responsible action to take when an advertiser cannot properly service a portion of our readership is to eliminate their presence from the magazine.

Finally, if you take a look at our most recent issue, you'll see that neither Exchange-A-Game nor Spike's Recycled Games appear in EGM. Although we have received a couple of complaints against Game Dude, and they remain an EGM advertiser, the number of complaints we've received that are targeted toward that company don't reflect more than a few situations. I'm not recommending Game Dude and I'm not saying that they're immune from trouble in the future. If you owned a company that was having problems with a customer, however, would you like to have a major publication that all of your customers read slice your head off based on the problems of one or two people? Although the game companies must always be fair, as a publisher who tries to be diplomatic to all sides and the concerns they share, I feel that our methods of "weeding out" the bad apples is the best available. I'd love to hear from anyone else who has a different method which could be adopted that would yield better and more fair results for all members of the gaming community...."

Best Regards,

Steve Harris
Publisher, EGM

The ATARI Jaguar: Hungry Like the Wolf by Chris Johnston

The rumors started about 2 years ago: Atari is readying a new system. These rumors lead to an outstanding response – it flooded Atari. The system that then was called the Panther was being designed, but nothing was carved in stone. It takes companies years and lots of money to develop a new video game system. Sega and Nintendo both have 32-bit systems in development right now in Japan, and in about 3 years, maybe they will bring them out. But Atari was still very cautious with its proposed system. The system that would be the banner of vaporware for the next year.

Those of us who really like Atari waited for their next move (for you video game trivia buffs, Atari is the equivalent of "check" in the Japanese game of Go). Now, our wishes and prayers, have been answered with the imminent unveiling of the Jaguar, the 64-bit megalith Atari will depend on to reach back into the home video game arena.

The casing of the Jaguar is rather plain. It's lighter-than-the-Duo gray-ish color is very different from the all-black Atari systems of the past. Its rounded look is very sleek, and it looks like...a game machine. Better yet, a "revolutionary new multimedia entertainment system", as Atari would say.

The Jaguar is a 64-bit system with an Atari-designed 64-bit RISC processor. The Jag can produce 16 million colors in 24-bit true color graphics. You thought Starfox looked good? Well, the Jag can produce light-source shaded polygons too that can be manipulated on screen in real time. Probably with better speed than Starfox and Nintendo's Super FX chip. With the Jaguar, it's all built in. Texture mapping is also a very nice feature that can produce spectacular video effects.

Sound? Atari developed a high-speed, Digital Signal Processor dedicated to audio. Audio is 16-bit stereo CD quality and processes sources of audio data simultaneously, which produces realistic sounds & human voices, which will be a necessity for multimedia applications.

Expansion is also on Atari's mind and the Jag has a 32-bit expansion port which will allow your Jaguar system to hook into cable and telephone networks, plus it has a digital signal processing port for modems and to connect to digital audio peripherals like DAT players.

The CD peripheral will be a double speed drive and play normal audio CDs,

CD+G (for Karaoke), and the new Kodak Photo CDs.

Games will be on a new Atari format called MegaCart (cartridge???). Titles will be Battlezone 2000, Tempest 2000, CyberMorph, Aliens Vs. Predator, Jaguar Formula One Racing, and Tiny Toon Adventures. Third party developers will soon be licensed to produce games for the Jaguar. Tele-games has already signed on, and Beyond Games, makers of BattleWheels and CyberVirus may join on soon.

The Jaguar will be test marketed in the New York area this fall, and will retail for \$200 (packaged with one software title, a pad controller w/ a 10-key pad, and possibly more special features). A nationwide roll-out may begin at the beginning of next year.

Probably the biggest thing the Jaguar has going for it is that it will be manufactured in America. I'm pretty sure it's the first system since the late '70s to be made entirely here. A big jump, and it'll cut down on any charges other systems have for importing.

From what I saw on Atari's video tape (which was shown at the SCES), it looks mighty impressive. What they were showing was very preliminary, and it may change quite a bit from now until the final production. The system looked like Atari. I haven't seen a new system that used a keypad for a long time. The title screen for Tiny Toons looked good, as did CyberMorph. If Beyond Games does make BattleWheels or CyberVirus for this system, it should do very well. Remember, Atari also has a few arcade games up their sleeves, and with a super version of STUN Runner, they'd really blow everyone away, even the 3DO. This machine will have a strong competition with the 3DO. But, until we actually play one, we really shouldn't make a judgment on the quality.

IBM to Assist ATARI in Jaguar Production... by Jason Whitman

In somewhat of a surprise move, Atari recently announced that their Jaguar system would be manufactured in an IBM factory in North Carolina. Whether IBM is actually manufacturing the system or if they are just providing their facilities to Atari is still unknown.

With Atari selling ownership of their plant in Taiwan (where the Lynx is manufactured), a new plant was needed for the production of the Jaguar. Even though IBM is not the stable superpower of a company that it once was, the announcement should help strengthen consumer faith in Atari's new system.

A Proposal to the EIA, Organizers of the Consumer Electronics Shows:

Who are and are not the press?
It's time to reorganize the rules
by Jason Whitman

Let's compare two typical people I saw recently at this year's SCES here in Chicago. There was your typical businessman/ buyer-type in a three-piece suit, carrying a briefcase, and there was a fanned-type teenager, dressed in jeans and a T-shirt. Both belonged at the CES and are "the press", but it seems that the latter was treated much differently than the first by CES security. Those who dressed in suits for the CES blend in, and it seems as if they belong there. The younger, more casually dressed are assumed not to belong, and were treated accordingly.

I think the root of the problem is in the age minimum that is set for receiving your press pass. While this minimum is 18, there are many faneds and other associated members of the "press" that undoubtedly have a right to be there, yet they are harassed for being under age. All of them probably have more of a right to be there than many of the older, more formally dressed, yet they are forced to apply for waivers slips and to show I.D.

The funny thing is, it's hilariously simple to get a CES "press pass". Any fool can call or write the EIA, and with a few false names, can receive a pass. Now if this type of person (who remind you has no right to even be at a CES) dresses in a suit and tie, he can stroll aimlessly through the show without the validity of his pass even being questioned.

Now, on the flip side of the coin, a typical fanned can apply for a pass in the same manner, but using actual names, titles, etc. This person will receive his or her pass just as fast, but when they try to enter the show, the validity of their pass will be questioned based on their age.

Now this situation seems far from fair. It could be easily solved, though, if the EIA would merely revise the rules slightly. Point 1: More investigation needs to be done when applications for passes are received. Company names and other assorted things need to be questioned and proved valid. It is entirely too easy to get a CES press pass. Point 2: Age restrictions need to be lifted. When actual members of the press are being turned away because of their age, there is a problem in having an age minimum.

FANDOM VORTEX

Fanzine Reviews by Chris
Johnston and Jason Whitman

HIGH DENSITY, #1, \$1, Published by
Greg Bemis and Jonah Jackson
56 Glenview Drive San Francisco, CA
94131

High Density is one of the newer fanzines that covers computer gaming. I'm actually surprised that more are not around that cover computer games, but, computer gamers are stuck in their little RPG world (sorry guys, don't kill me or anything). High Density also has some video game info, like a review/article on Starfox, a review/article on Night Trap, and I believe there's a mention of the Z-6-O-O. The computer coverage consists of an informative article on PC multimedia, digitized voices in PC games plus their sound subdirectory names and how to alter them, a review/article on Dune II, and a gripe column about Origin and the Ultima games. Also included for the \$1 is a hilarious Top 10 "Ways to Tell You Are a Computer Gaming Geek" and a letter from both editors. The "letter" was kind of confusing because they kept switching editors and all, and maybe in the future they should find a way to split 'em up, but all-in-all, this first issue is impressive, and if you're into computer games, it's a good deal.

SNES GAMING, #2, \$1.50, published by
Rich Wigstone, 770 Concord Lane
Hoffman Estates, IL 60195

This fanzine is a good Super Nintendo reference that provides good solid reviews of the latest games, and the latest hardware into a good 8-page zine. The layout is very good, the text is about 12 point and very easy to read, and, it features a very handy reference featuring the reviewed games' prices at various mail order companies. Rich comes across with some very good ideas, including a well-written article about bringing back the fun in video games (which turned into a Nintendo-loyalty CD bit right at the ending ARRGH! Why's that in there?). Plus the 'zine features some tips on the games reviewed (another very good idea). One complaint: I know your name because you've written to me, but what about other people? Why not at least put your name in the colophon??? Super Nintendo-loyalists, you'll love this 'zine, and so will most other normal people...

SPECTRUM, #2, \$1, published by Ara
Shriran, 10904 Haislip Ct. Potomac,
MD 20854-2251

Spectrum is a very good 'zine, hands down. Ara's got great editorials, something every 'zine needs, a Best/Worst of 1992, a tip section called "Cheats", reviews, a strat guide to Dragon Slayer, a little intro to the Sega CD, and his writers contribute very worthy editorials that are also squeezed in there for a total of 14 great pages of text. Spectrum opens with a letter from the editor about Sega and their "blast processing" and other marketing tools, very good reading. They cover all systems (hence the name Spectrum) so anyone looking for varied reading will likely find it here. Spectrum is definitely a great 'zine, and fanzine editors should take a good look at this one, and anyone who enjoys a good read, take a look at Spectrum.

MATRIX #4, FREE - \$1 by mail only,
published by Brian Sexton, Visionary
Publications P.O. Box 3692 Santa
Clara, CA 95055-3692

First off: Matrix is not a fanzine. Matrix is a video game, uh, how should I put it, newspaper...sorta. Well, it's just a lot of everything. It sometimes sounds like a fanzine (as in editorials plus a very good letter column), but it really isn't. Why? Don't ask me, I just wouldn't classify it as one. Anyhow, Matrix is full of info on new games, products, and more. A column called "Notes & Opinions" is very good, and it talks about a few gaming issues and about system names (is it the sneeze or the SNES, the S-NES?). They review games from here and from Japanese shores, a chart of favorite games, a Head2Head on Final Fight Sega CD and Final Fight 2 on the Super Fami. A well-written censorship in games article, a gripe article called "Grumble Grumble" (also a character of the Zelda series), a few tips, a guide to local arcades and game shops, and a strat guide with Balrog for SF2 Hyperfighting (which includes a handy chart on how Balrog fares against other Warriors). I talked to Brian, and the next issue will be ready October 1, so you'll be able to pick one up then, but fanzine editors might want to trade 'zines with him as he's looking for something to read. Matrix is available for trade w/fanzines, or \$1 for normal people by mail. You never can tell... So see what's up with Matrix. Where'd I pick it up? At the SCES.

AND THE COVETED FANZINE OF
THE MONTH AWARD GOES TO...

VIDEO APOCALYPSE, #2, \$1.50,
Published by MJ Lesnick, 15803 Signal
Creek Dr. Houston, TX 77095-1624

Amazing as it seems, yes, Video Apocalypse wins the Fanzine of the Month award TWICE IN A ROW! You've got to be really impressive to pull it off, but MJ does it with ease with this second issue of VA. What I would call the best new fanzine of 1993, this 'zine packs a powerful editorial punch towards censorship in gaming (which, I'm sure, we're all against, right?), and reviews quite a lot of games, PLUS, if that wasn't enough, comes along with two great comics by MJ and Noah Dziobek. For a second issue, Video Apocalypse has pulled itself ahead of every new fanzine out there, and even some of the better, older ones. This editor is enthusiastic, and he writes very well, putting the right amount of humor and opinion into one compact, 34 page issue. A real good job, a MUST for everyone...

MASTERMINDS, #11, \$1.00, Published
by Todd Lintner 6406 Jacobs Way
Madison, WI 53711-3209

As I sift through the pile of fanzines that are going color, using scanners and ultra-expensive computer setups, I find many good 'zines. My favorite fanzine, though, one that definitely does NOT fit into that category, is MASTERminds. With a crisp, clean, simple format, MASTERminds is extremely easy to read. Todd doesn't mess with fancy font effects or scanned-in pictures, which keeps the 'zine simple, but in a very attractive way. With a nicely sized review section that covers Genesis and SMS games, a Reader Mail column with letters from such strong fandom supporters as Russ Perry Jr., a Brit Gamers' column that compares the reviews of Sega games from the British mags, and many, many other cool additions (i.e. anime, music, and fanzine reviews), MASTERminds is THE complete fanzine. Todd mixes news, reviews, opinion, and the ever-necessary Spanish drama into a great fanzine that is immensely entertaining to read. Get it, get it, get it!

--review by Jason Whitman

The Final Countdown
(an attendance count from the SCES.)

50,792 trade attendance
+37,694 consumer attendance
88,486 total CES attendance
(compared to 150,570 total in 1992)

GEA... Coming Soon...

Overheard

...AT THE CES...

by Chris Johnston

So, what went on at the SCES. A lot of games, a whole bunch of faneds, and a whole lotta playing, it added up to what was the best CES I can remember. Who was there?

Nathan Hauke and Michael Jahnz of The Video Game Revolution, Darren Krolewski of The Shape of Gaming to Come, Andy Saito from Totally Super NES, Sean Pettibone of In Between the Lines, Brian Goss & Patrick Wilson of The G.U.R.U., the staff of Video Universe, Brian Penzone from Electronics Conquest, Anthony Schubert of Games Master Journal BBS, the guys from At the Controls, and Brian Sexton from Matrix. The biggest faned turnout at one place at the same time ever.

The NAEGE has dissolved, and pretty darn soon, you'll be hearing a new name. Game Fan magazine had an interesting showing and a good issue. EGM, as always, was there with a Mortal Kombat and SFII Turbo machine at their booth. Alessi was there also, along with Semrad and Riley. EGM always travels in packs (you never see one of them just playing a game without another one watching, as if, they're hunting). Sean and I called 'em The Wolf Pack last year. VG & CE had a good booth with their July issue, and GamePro was there with SWAT Pro and their July issue. High End? Not likely.

The best booth definitely goes to Sega. They had the best games at their booth, the Sonic arcade game, the AS-1 simulator, Virtua Racing, and a load of Sega CD games. Best game of the show? Very, very hard to decide. Last year, it was Global Gladiators. This year? It would have to be Aladdin. What can I say? The game is perfect. Perfect animation, perfect sound, and on the Genesis! Who would've thought?

The best SNES game had to be Street Fighter II Turbo, in my opinion. A lot of games came very close on the Super NES, but none had the action that SFII Turbo did. The SNES will no doubt be the machine of choice for those looking for a multitude of great games to choose from this year. Mario All-Stars (Nintendo), Zombie Ate My Neighbors (Konami), Super Bomberman (Hudsonsoft), Mr. Nuts (Ocean), Art of Fighting (Takara), Mortal Kombat (Acclaim), and Mario & Wario (Nintendo), they're all good.

Best Sega CD game was hard. They had good games to show, and Silpheed was pretty good, so was Jurassic Park and Rebel Assault.

Dolphin was exactly like the cartridge game except for the music. I'd have to say that Silpheed was the best Sega CD game at the show.

Best Lynx game? Easy. Battlewheels by Beyond Games. If this soft gets put on the Jaguar, I guarantee a hit. The phenomenal game is hopelessly not the last we hear from Beyond Games. They've got CyberVirus waiting in the wings. Another hit-in-the-making.

Speaking of the Lynx, Atari and Telegames kind of "shared" a booth, (everyone who read Tim's Adventures in Lynx, Telegames is NOT out of business, I was assured by an angry CEO of Telegames as he flipped through the issue), and an argument between the CEO and Nathan Hauke is still going. I still think the CEO is right about free speech Nathan. Jaguar looked impressive too on their videotape.

Best 3DO game? That's hard since they all were very good. Probably Crash N' Burn from Crystal Dynamics. Jurassic Park looked good too, and Road Rash: Blood of the Counters looked O.K.

Mortal K had transparent blood, fatalities, and good action. The Genesis version got an MA-13 rating and has everything. I like 'em both.

The Genesis had a great showing, but only Sega had the really hot titles. Capcom had an uncompleted SFII Special Edition there, Tengen had their answer to NCAA Basketball (called "Awesome Baby! Basketball" no less) which looked good, but really there were not too many great Sega games except those made by Sega. The way I see it, the one who has the machine has the most to lose if there's no good software, so they make great software for it. O.K., maybe there were SOME exceptions, like Rocket Knight Adventures (Konami), Zombies Ate My Neighbors (Konami), Lethal Enforcers (Konami), The Jungle Book (Virgin), and Mortal Kombat (Acclaim). Well, I guess both systems were pretty evenly matched.

The Turbo...Hmmmmmm... Well, I wouldn't know much about the Turbo because I never touched a single controller in their booth. Why? Because, I thought that their booth lacked very impressive games, and, I was looking for (but never found) Fighting Street 2. Plus, it was disappointing to see that some of their games from last year were not shown (like Parodius, the Bonk RPG, Gradius etc. I just found no point to playing RPGs and shooters that didn't look really hot. Bomberman was cool though (to watch, that is).

So on Saturday, some of us faneds rolled down to the Battletech Center (cept Justin and Sean, who got lost, and didn't drive Schubert). VGR was there, Video Universe, Totally Super NES, Blip, and Paradox. It was quite a blast (free-for-all), and then we

all went down to eat at Dick's Last Resort, the finest place in Chicago (little plug there).

The Consumer Day of the show was quite the blast, and all of Nintendo's area was open to the public, but then again, why would they let Sega get ahead of them again? Hordes of people gathered around the SFII Turbo display, and people played games all over the place, the biggest darned collection of gamers this side of the Nintendo World Championships. Plus, we got to check out some other areas of the show (and stay basically in the press area).

Phew! I made it through! Well, looking back, it was quite a successful show. Now, all we have to do is wait until next year (or the Winter CES) to get the next scoop on the hot games. Until then...

Classifieds

Neato Stuff, Plugs, and Miscellany

THE VIDEO GAME TRADER--Bi-weekly video game ad publication by from faned Tim Duarte. 50 word ads are only \$1 during Tim's "Dollar Days". Subscriptions are \$6 for 6 issues, \$11 for 12 issues, and \$20 for 24 issues. Send ads/subscription money to The Video Game Trader, P.O. Box N664, Westport, MA 02790-0606.

WANTED: Third-party NES games, especially adult games like Peek-A-Boo Poker, or religious games like Bible Adventures and Exodus; Gamate and Supervision cartridges; APF MP 1000/Imagination Machine; Entex Adventure-vision; old Japanese game magazines; unwanted fanzines and brochures; many old and older game cartridges. Russ Perry Jr., 5970 Scott St., Omro, WI 54963, (414) 685-6187.

WANTED: Video game soundtracks. Captain Enos, 551 E. Wabash, Apt. 2, Frankfort, IN 46041.

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ANOTHER PLUG: Hey Super NES players! For an insightful, interesting, and informative look at Super NES games, accessories, and news, send for a copy of SNES Gaming. \$1.50 for a sample issue or six bimonthly issues for \$9. Rich Wigstone, 770 Concord Lane, Hoffman Estates, IL 60195.

A Tale of Two Heavy-Weights, *SF2 Turbo* and *Mortal Kombat Battle for #1*

by Chris Johnston

Street Fighter 2 TURBO Vs. Mortal Kombat will be the most talked about game war since Mario and Sonic, but this has got a twist. These are both arcade games that are being translated for home play. Never before has competition like this taken place directly on the home market, and, within 6 weeks of each other.

Right now, I am anxiously awaiting both games. I am on the list to buy *SF2 Turbo* at my local Babbage's as soon as they get it in, and I am sure that this game will be nothing less than spectacular. But, *Mortal Kombat* is tempting too. Which game will win this Battle Royale of sorts for the top spot?

First of all, let's start with *SF2 Turbo Hyperfighting*. This game is definitely not new. The original *SF2* was released on the Super NES just one year ago, when the Champion Edition was eating up the arcades. The magazines did everything they could to hype the game, doing previews, interviews, and major strategy guides featuring the game of games. Character Vs. character was a feature in the original *SF2*, but, no matter how everyone said it was, it was not like the arcade. The animation was a bit different, there was not as much voice or digitized sounds, a bonus stage was gone and the backgrounds were slightly altered. The original *SF2* for the SNES was not what I would call a "10" game. This was a solid 9 or 8 at best.

SF2 Turbo will pick up the slack that *SF2* on the SNES left to be filled, but will probably not sit very well with those who hold the wallets. Shell out another \$80 for the exact same game? Well, not exactly, but that's basically what it is. *SF2 Turbo* is basically, the arcade. In fact, in my book, this game is a 10. No other game (except maybe *Pac Man* on the 5200 and NES) has been this close to the arcade in a home translation. In fact, this game will make Capcom very wealthy in a big way.

But the thing going against it is the price of this 20 meg game. I bought the original *SF2* for the Super NES, but why should I shell out another \$80 for what is basically the same game? I have no idea, but I'm gonna do it. But for parents watching their kids spending habits closely, this game will not go over too well, especially if they already own the normal *SF2*.

Mortal Kombat from Acclaim is the other fighting game that has performed very well in the arcade circuit, and been raved about in magazines all over from *Replay* to *EGM* and *GamePro*. The home version of this game is slated for release September 13, 1993, only about 6 weeks off of *Street Fighter 2 Turbo*'s release. This game has created a frenzy in arcade technology, because of its smooth, digitized graphics and sounds, and it's basic fighting style, with a lot of blood. In fact, *Mortal Kombat*, like *SF2* before it, is now beginning to gain spin-offs (like *Time Killers* from *Strata*, which features blood, guts, and the life bars of both games look uncannily alike). The home version is slated for every major system, and it will no doubt be a big hit.

However, *Mortal Kombat* too has some disadvantages about it. The arcade's draw came from the quality of the graphics during the all-important fatalities. These fatalities, as gruesome as they could get, were the best part of the game, and that is why it drew so many people away from *SF2*, at least in a few arcades. Nintendo's policy to exclude violence in any and all games has put the translation factor in immediate jeopardy. Arcade buffs will notice it immediately, and the fun will be somewhat lost. Plus, it does not really look as good as the arcade on the Super NES, even though, I must admit, it looks good. Without the blood on the Super NES, we no longer get a perfect translation of the arcade. Now it would not be bad if Nintendo allowed Acclaim to do as *SF2* did on the Super NES, blood appears infrequently, I would say that this game would be much, much better. And, certain fatalities will be changed in the home version (i.e. Raiden's, Cage's, and Sub Zero's are changed to protect the innocent). Plus, Raiden's name will now be "Rayden" on all translations because it messes with another company's trademark or copyright.

On the Super NES, who will be the king of the fighting games this year? Which disadvantage, rehash or altered translation will finally rule? Well, it's a bit too early to cast your vote right now, seeing as the games are not out yet, and *Mortal Kombat* has yet to be actually completed. So until September on *Mortal Monday*, we will not be able to judge the match up. But, through reviews in *Paradox* of both games, we will tell you the details.

A QUOTABLE QUOTE

Is this a letter or a road map? Maybe it's like a puzzle or something...

--Justin Schuh

Infrared SCOPE

The Chris Johnston Second Version Game Genie Speed Code for *SFII*...

Leave the Game Genie off until "fight" is said. This code will give you Turbo speed with hardly a glitch. Turn the Genie off after the battle is complete and repeat:

DDGE-D40D

Military Madness Codes for the Turbo...

Switching Sides: Before choosing "1P CONTINUE", hold select and push RUN until the password screen appears.

Computer vs. Computer: Do the same as above but on the "2P CONTINUE" screen.

Sound Mode: Input ONGAKU as the password.

Level Passwords:

- | | |
|------------|------------|
| 1. REVOLT | 16. NECTOR |
| 2. ICARUS | 17. MILTON |
| 3. CYRANO | 18. IRAGAN |
| 4. RAMSEY | 19. LIPTUS |
| 5. NEWTON | 20. INAKKA |
| 6. SENECA | 21. TETROS |
| 7. SABINE | 22. ARBINE |
| 8. ARATUS | 23. RECTOS |
| 9. GALIOS | 24. YEANTA |
| 10. DARWIN | 25. MONOGA |
| 11. PASCAL | 26. ATTAYA |
| 12. HALLEY | 27. DESHTA |
| 13. BORMAN | 28. NEKOSE |
| 14. APOLLO | 29. ERATIN |
| 15. KAISER | 30. SOLCIS |
| | 31. SAGINE |

--Contributed by Matthew Couchenour

Some Game Genie Codes for the NES Classic, Super Mario 3...

- | | |
|--------|--------|
| PVYIVY | XIPPNG |
| SVYIVY | LIPPNG |
| OEIING | GIPPNG |
| SUEISA | IIPPNG |
| EUEISA | OIPPNG |
| IUEISA | TIPPNG |
| SEPUEG | YIPPNG |
| NEGUEG | YIAPNG |
| KVYIVY | STUPIG |
| KGAEXO | SEIPNG |
| KGAEXZ | KKAEXP |
| KIPPSG | KKZEXP |
| KIPPLG | KKUEXP |
| KIPPAG | KKGEXP |
| KIPLNG | |
| KGPPNG | |
| KYPPNG | |
| SIPPNG | |

--Contributed by:
Lee Carmick

CRUNCHY!!! REVIEWS

by the Staff and Contributors...

Super Turrican

Seika/SNES

by Jason Whitman

Outstanding! This is easily the best platform action game I've ever played on the SNES. The graphics are perfectly done, the music is well orchestrated and sounds great, and the game is a blast to play.

Super Turrican is a typical platform action game in the tradition of Metroid. There are many ways to reach the exit of each level, with vertically and horizontally scrolling playfields. There are hidden power-ups and one-ups filling each level, and you can either go straight through or you can take the time to fully explore every inch of each.

Graphically, I don't think I've ever seen a better game. The backgrounds are highly detailed, and the snow-filled and alien infested levels really blew me away. The enemies are your normal fare, but the bosses are also graphically impressive, though not overly huge. The backgrounds are going to be what catch your eye, though, and I guarantee you'll be hooked.

The music, at first, is good, but the tunes improve tremendously as the game progresses. All the background music is well-orchestrated, with the sound effects also sounding good. There are some bits of digitized voice, and they only complement an already excellent game.

With outstanding graphics, great sound, and 13 long levels, Super Turrican is undoubtedly one of the best games ever for the SNES. It's a great challenge, a game that will definitely be around in December when the "Best of 1993" awards are handed out.

T2: The Arcade Game

Arena/Genesis

by James Catalano

Being a Terminator fan, I was excited to hear that the Terminator 2 arcade game was being made for the Genesis. Now all I can say is, how did they do it?!

Even for the limitations of the Genesis, the home version of T2 is a near perfect production of the coin-op! The only thing missing, besides the guns, is the coin slot. Although T2 can be played with Sega's light gun for a total arcade effect.

There is not much more I can say. Usually, at least to me, most home arcade translations are pale copies, as something always gets missed in the translation. But not with this game. The graphics, sound, and playability of the arcade game are all there! Having this cart is like owning the actual coin-op!

Kudos to Arena for a great job! Now if they do as good of a job with Mortal Kombat for the Sega CD, Street Fighter II will look like a bad 2600 game compared to it!

Steel Talons

Atari/Lynx

by James Catalano

When I first played Warbirds on the Lynx, I was amazed at how realistic the simulation of flight was in the game. I was impressed, and felt this cart couldn't be topped.

Well, Atari did it with Steel Talons, an excellent helicopter flight combat simulation game based on the Atari coin-op of the same name.

In Steel Talons, the player is presented with 12 increasingly difficult combat missions. There is even a training round to help players get the hang of the game's controls.

What's interesting to me is that I find the Lynx's control for the game much easier to learn than that of the actual arcade machine. In fact, I like the Lynx version more because of this. I disliked the arcade game because of its too realistic control layout. Funny. Did you ever hate an arcade game but love the home version?

Graphics-wise, the game is played in the typical 3-D polygon flight simulator landscape. And they're about as close to the coin-op's visuals as the Lynx can get. And for a portable system, it's quite good! Also, as in the arcade game, you can switch the view of the game. You can play it first-person from the cockpit, or from outside behind the helicopter.

As for playability, just like Warbirds, it's all open-ended. You can go through a mission any way you like! Want a real challenge? At the start of any mission, land the chopper. Now increase the thrust to maximum. You will now be riding on the ground. Now try and take out the targets! This is more of a challenge since you can only use your gun. The missiles won't work while you're on the ground. Also, you'll now have to worry about the mountains.

Playing this way, it feels like you're playing a different game! Seems like you're in control of a hovercraft-like tank now. Hey, sorta two games in one! Another cool thing about playing this way is that you will actually see the detail in

the targets, if you choose to get that close to them.

Now the sound. The intro music in the game is pretty neat. It has that military feel to it, which sets the mood for the game. And at the start every mission, your "commander" barks out comments about it. The voice is good and understandable but slightly fuzzy. Sound effects are good, but the warning sound of radar locking on to you is quite annoying.

Overall, a fantastic game! It seems that the Lynx is quite suited for flight simulation games, as it presents them very well.

Pocky & Rocky

Natsume/SNES

by Jason Whitman

Not Bad. This game looked outstanding at first, and it definitely wasn't a letdown, although it's not perfect. Graphically the game shines, but the slowdown is a definite minus. The music is good, with an Oriental flavor, and the game is extremely fun in the two-player mode. The levels are fairly long, with cool mini-bosses and large level bosses, and the characters are cute and loveable.

Don't be fooled by Pocky & Rocky's cute exterior though, because this game is no breeze. The levels are tough, and your character has little energy to make it through. The nasty slowdown doesn't help much either, and it gets especially bad in the two-player mode.

Overall, Pocky & Rocky is a decent cart for the SNES. The game is very impressive graphically, and the two-player option is a bonus. The slowdown is bothersome, but if you can overlook it, Pocky & Rocky is a challenging game that is at least worth a rental.

Tecmo Super NBA

Tecmo/SNES

by Jason Whitman

Many would probably say that EA's Bulls vs. Blazers is the top SNES basketball cart, and while I liked it, I feel Tecmo's Super NBA Basketball is much, much better.

Although the rosters are extremely warped and inaccurate (just like in Bulls vs. Blazers), the game has superior graphics, play control, and sound. The digitized voice is excellent, and the season stats are a great addition. This game is an outstanding basketball cart, definitely one of the best 16-bit sports games available.

MULTIMEDIA: The Battle for Your Dollars by C. Johnston

Electronic gaming is on the brink of what will become a new generation of game machine technology. First, came the Pong machines and Pong clones with their very low res graphics, but very addictive gameplay. Then came the real 8-bit systems. The Atari 2600 can truly be called the first successful 8-bit cartridge game system, even though the graphics were not very realistic.

Then came the Atari 2600 wanna-be's like the ColecoVision, Odyssey2 and Intellivision. After that, the 8-bit game systems came into true form with the introduction of the Atari 7800 (which was supposed to pick up the Atari home gaming reign that the 5200 let slip), the Sega ProSystem and Master System, and the Nintendo Entertainment System. We all know who won those battles.

Now, yet another home gaming battle will be waged between Atari (Jaguar), 3DO, Pioneer (LaserActive), Philips (CD-I), and Tandy (VIS). This will be a battle waged on low price, quality of software, and ease of use. They all have advantages and their disadvantages. But how will all of these systems fair in this war?

The Atari Jaguar has many things going for it. First off: Price. It's \$200 or under price tag will no doubt lure some gamers into this machine, plus the price may attract parents looking for a cheap multimedia alternative. The second is the name. Atari has name recognition with people in their 20's and 30's, the parents who will now possibly be looking for learning tools for kids and a game machine for them. The name Atari has been around longer than any of the other players' in 32-bit and higher multimedia.

The Atari Jaguar will also be the second multimedia system to be produced entirely in this country (the first was when Zenith manufactured some VIS'). This will be a big selling point because currently no game machine is made entirely here, and it will cut down on import costs that the SNES and Genesis are hurting from (which would allow Atari to drop the Jag's price dramatically in the future).

The Jaguar, like the 3DO, has begun licensing the technology to system manufacturers. The biggest of which is IBM, who announced about a week or so ago that they have formed a partnership with Atari to produce the Jag. This is a very big announcement, because IBM is one of the world's biggest computer manufacturers. With 64-bit graphics and sound, this cart-based system may go very far. Some programmers are saying that it even outperforms the 3DO, but we'll see the Jag in action sometime a bit later in July.

The 3DO was introduced with much enthusiasm at the Winter CES, and from then on it has been hyped up quite a bit by 3DO and its multitude of followers who are producing either the hardware

or the software. The 3DO has currently no name recognition (although the manufacturers of the systems do as does EA), so it will most likely have to work harder to become accepted. Price is another factor not in 3DO's favor. The price of the hardware is too much, period.

All multimedia systems that have been introduced with a starting system price of over \$600 have failed. It's a fact that people want multimedia, but they don't want to have to sell their belongings to get access to it. A small reference can be made to SNK here. Without the coin-op business and exposure SNK enjoys, the Neo Geo would be gone and SNK, I'm sure, would be out of the home system market entirely in this country.

3DO's system can be made here or in Japan, but right now, all the forms of the Multiplayer are being made in Japan. And, they're being HURRIED. Bugs, bugs and more bugs may occur for a while. The 3DO's at the CES were very slow... Licensing the technology is 3DO's big deal, and they have hardly anything to lose if 3DO fails. But, the companies who are making the hardware and software have everything to lose. Give 3DO some time with their system, and maybe something will happen.

The Pioneer LaserActive system is the first laserdisc gaming system around in this country made for the masses. Games will take longer and more money to make, which may scare off potential 3rd party developers. But, the LaserActive (let's call it the 'LA' for short) has add-on compatibility to both the Sega Genesis and Sega CD, and the TurboGrafx & Duo CD. But, those add ons are pricey, and the system itself is very expensive. But, if you want to watch movies, play CDs & CD+Gs, and play games, it's the only system for you right now. But how much success it will see depends on more factors.

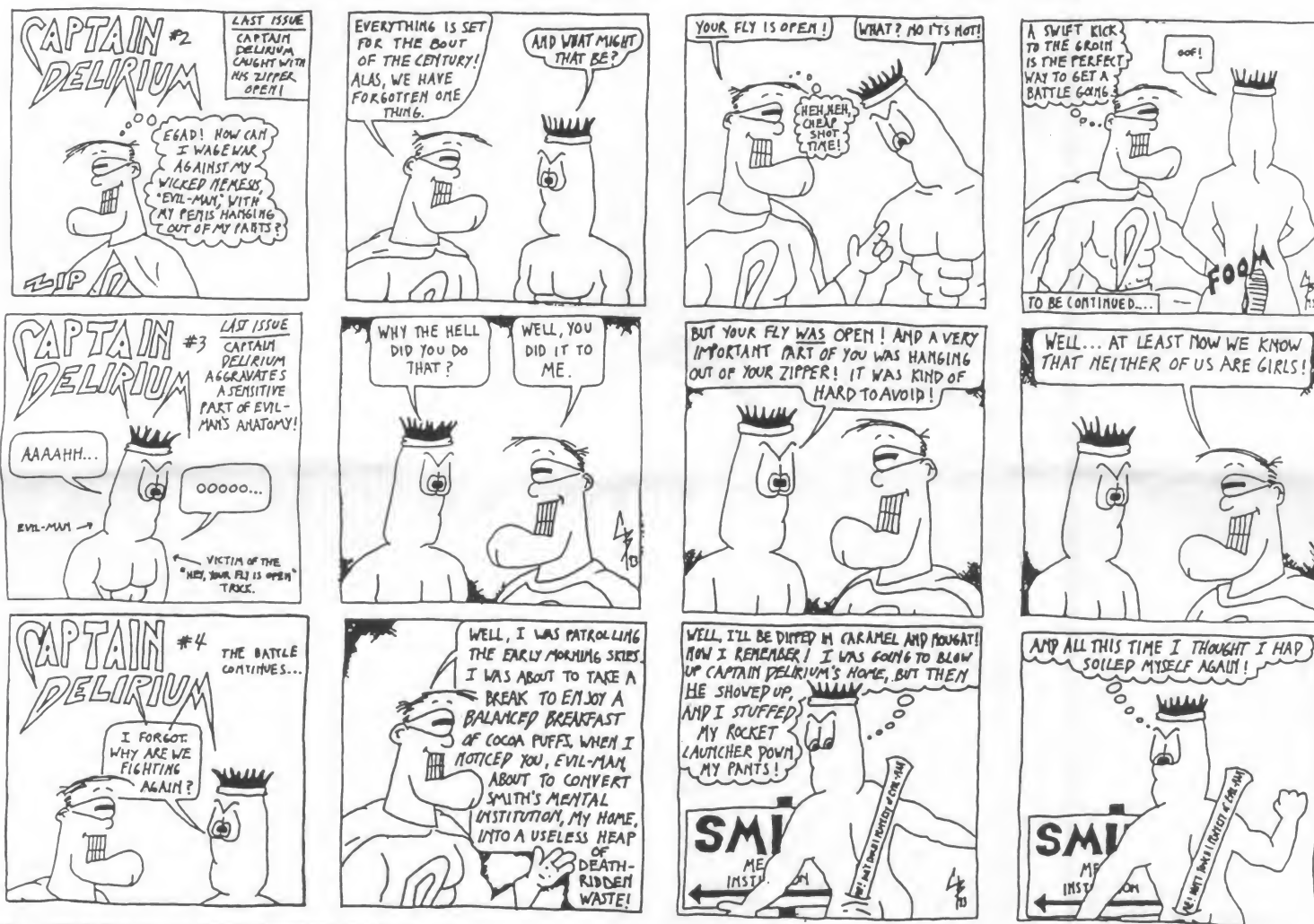
The Philips CD-I is a very well done machine, and is currently the best multimedia system you can get, with many software titles available. Nintendo's affiliation with Philips in the CD sector has spawned 2 Zelda animated adventures on the CD-I, with more Nintendo character spins to follow in the future.

The CD-I has full-motion video, sharp graphics, and basically everything you could ever want in a multimedia system, except price has taken its toll on the CD-I. Sure, it's a very good system, but the price is way too high. Not to say that Philips won't reduce it when the 3DO roars onto the scene. Right now, the Philips CD-I is a great multimedia machine, and Philips is trying harder to get the jump on 3DO with plans to make CD-I the standard.

The Tandy VIS was competition for the CD-I and its lower price tag helped it quite a bit. However, software is not on a steady flow, and the machine itself has never really taken off. It has Radio Shack selling it, however, it has not been advertised enough and it is too expensive (still) for the technology. It is a good system and a fine alternative for those

who can't get a CD-I for some odd reason.

As you have just read, Multimedia is becoming quite a battlefield as we speak. This is just an overview of the players, and it is up to you to decide where your money will go. With the many choices out there, it may be difficult. However, remember that the BEST system doesn't always win the standard. Look at Beta and VHS, while Beta produced better picture quality, VHS was cheaper and less expensive to produce, so Beta lost out. The same may happen with Multimedia, but you never can tell.



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The Patented Paradox Reader's Form

Time to spill your guts...

Name_____Age_____

Address_____

City_____State_____Zip_____

What video game systems/computers do you own?_____

What is your favorite game right now?_____

What is your favorite game of all time?_____

Are you into classic gaming or are you a classics collector? Yes No Should there be classics coverage in Paradox? Yes No

Are arcades easily accessible in your area? Yes No If so, is the number of arcades increasing, decreasing, or staying the same?_____ If you answered decreasing, do you know why?_____

Can a video game organization (like the defunct NAEGE or newly formed GEA) make an impact?_____

What are your thoughts on the soon-to-be-released 3DO Interactive Multiplayer?_____

Blood in Mortal Kombat; necessary for an accurate arcade translation?_____

Is the Neo-Geo and its "arcade quality games" worth the cost and everything SNK makes them out to be?_____

In your opinion, what is the best prozine?_____ Best fanzine?_____

Is CD gaming the future or just a small improvement?_____

Is video game licensing on track? (now Sean, keep it clean...)_____

Will Atari's Jaguar put a dent in the leads of Nintendo and Sega?_____

Mail this month's Reader's Form to: Paradox, 316 E. 11th Avenue, Naperville, IL 60563-2708. By returning the form, you will be eligible for a prize, and your opinions will be used to help make this a better fanzine. There is no specified prize, but it could be a copy of Famitsu, some Super Lemons, or a Ranma 1/2 Part Two comic book. Mail in this form ASAP!

COMMENTS:

NEXT ISSUE...

Well, Paradox is a year old, and we're all so proud. Now that the CES is over, we can all relax, sit back, and put together one hell of a thirteenth issue! You may see some surprises next issue, and although all these things are supposed to be "secrets", we can give you some little hints...

Ever since our Dead Letter Paradox (all letter issue) and reader-written issues got scrapped, we have been looking for a concept issue. With a little thought and a concept-type logo, Chris came up with a new concept issue... an all-arcade issue. Whether this new idea will make it off the drawing board and into your hands is still questionable, but we'll try... If it does happen though, look for:

The Staff battles it out at Mortal Kombat!
SFII Turbo: The best arcade game ever created? A debate.
Chris drools over Jurassic Park pinball...
Jason searches for classic machines... and finds more than he'd bargained for!
Mr. Whitman makes Mario Bros. pinball a permanent addition to the living room...
NBA Jam -- There's so many characters, WE could be in this game!
Double Dragon and Capcom trivia machines, the newest in coin-op entertainment!

When the "normal" issues of Paradox return, look for improved print quality ("We love our DeskJets..."), the same entertaining editorials, gameplay news, and contributed articles from fandom's top writers.

Before you get overexcited about the upcoming issues, though, remember that those of you with subscriptions may be receiving your last issue, so keep track of how many issue's you've received so far, because it may be time to re-subscribe! Without your support, we would have no fanzine, so please be generous... Here are the rates, unchanged since our inception during the summer of 1992:

1 issue... \$1
6 issues... \$6
and 12 issues... \$11

Also, remember, write in to us to get information on how to receive a free subscription! You can receive a full subscription to Paradox without having to lift a finger or send money. Well, maybe you'd have to make a small trip to a mall or something. That wouldn't be too much of a strain though, would it?

Our next issue should be entertaining, regardless of its content (huh?). Here are some things you may see in future issues of Paradox...

Chris checks out Jurassic Park on the Sega CD...
Mortal Kombat on the Genesis and SNES... Does it compare to the arcade? We'll review the finished product.
The 3DO, my god! Full details from Justin Schuh...
Chris and Jason get deep into SFII Turbo, purchasing it the day it comes out and playing for weeks straight!
The Turbo dies and is buried bitterly...
Clay Fighter... It ain't no Play-Doh Funset!

And SO MUCH MORE!!! See you next month!!!

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